£1.20 • Nº 91
26 NOVEMBER 1996
EVERY FORTNIGHT

SONIC THE COMIC

AMCIE

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UK's OFFICIAL SEGA COMIC

NEW STORY
THE HIVE

BUZZING ACTION!

BADNIK PIN-UP!
BUZZ BOMBER!

NEW STORY
DECAP ATTACK!
MR CUDDLE BUNNY!

NEW STORY
CAPTAIN PLUNDER!
SHANGHAIED!

PLUS
SONIC 3 Q ZONE TIPS
ICECAP & LAUNCH BASE

MEGA DRIVE REVIEWS
* POCAHONTAS
* PINOCCHIO

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE

Hey, Boomers!

There's three fast and furious new stories this issue starting with the Hive. Captain Plunder returns to these 'ere shores for Shanghaied, plus, discover the Legend of Mr Cuddle Bunny in the latest horribly humerous Decap Attack.

There are Pocahontas and Pinocchio reviews, a Buzz Bomber Badnik Pin-up, and a further installment of Sonic 3 hints and tips in the Q Zone. Finally, there's a Speedlines treat in store for north of the border Boomers, seeing as it's St Andrew's Day on 30 November. Cheerio the noo!

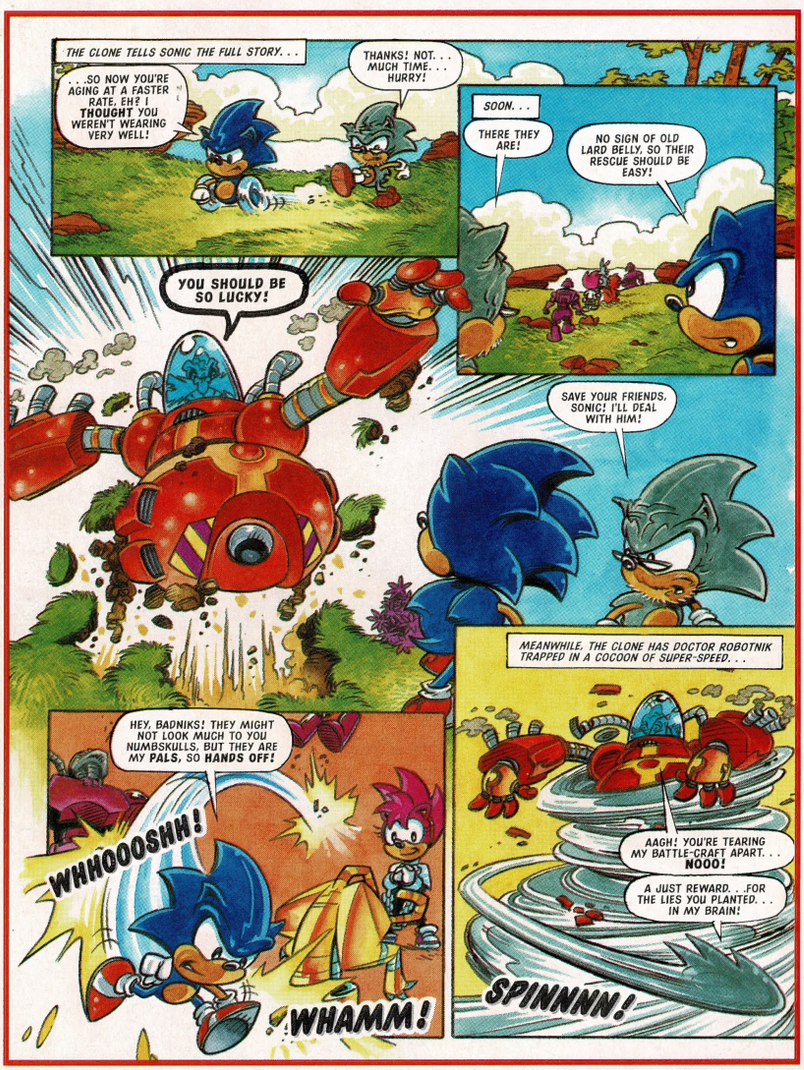
Megadroid

BLOOMER ALERT!

A belated apology to those Boomers who noticed that the fourth page of *STC* 88's Sonic's World story (Future Shock), looked remarkably like the third page! Circuits were obviously being blown and the wrong lettering was printed!

However, *STC* can now reveal the scaled down version (see right).

Many thanks to those of you who took the trouble to write in, but rest assured that rotten eggs have been thrown at the humes responsible.


THE CLONE TELLS SONIC THE FULL STORY...
...SO NOW YOU'RE AGING AT A FASTER RATE, EH? I THOUGHT YOU WEREN'T WEARING VERY WELL!
THANKS! NOT... MUCH TIME... HURRY!
SOON...
THERE THEY ARE!
NO SIGN OF OLD LARD BELLY, SO THEIR RESCUE SHOULD BE EASY!
YOU SHOULD BE SO LUCKY!
SAVE YOUR FRIENDS, SONIC! I'LL DEAL WITH HIM!
MEANWHILE, THE CLONE HAS DOCTOR ROBOTNIK TRAPPED IN A COCOON OF SUPER-SPEED...
HEY, BADNIKS! THEY MIGHT NOT LOOK MUCH TO YOU NUMBSKULLS, BUT THEY ARE MY PALS, SO HANDS OFF!
WHHOOOSHH!
WHAMM!
AAGH! YOU'RE TEARING MY BATTLE-CRAFT APART... NOOO!
A JUST REWARD...FOR THE LIES YOU PLANTED... IN MY BRAIN!
SPINNNN!

• EDITOR: Deborah Tate
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• CONSULTANT: Richard Burton

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SEGA COMPILED BY ChartTrack © ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	↑	FIFA SOCCER '96
2	↑	MICRO MACHINES 2
3	RE	ROAD RASH 2
4	↓	WORMS
5	↓	BRIAN LARA CRICKET '96
6	●	SONIC AND KNUCKLES
7	↓	TAZ-MANIA: ESCAPE FROM MARS
8	↓	TOY STORY
9	RE	DESERT STRIKE
10	↓	MEGA BOMBERMAN

SATURN

1	NEW	NiGHTS
2	NEW	EXHUMED
3	NEW	ALIEN TRILOGY
4	↓	ATHLETE KINGS
5	↓	DESTRUCTION DERBY
6	↑	SEGA RALLY
7	↓	VIRTUA COP
8	RE	VIRTUA FIGHTER 2
9	↓	MORTAL KOMBAT 3
10	↓	DISCWORLD

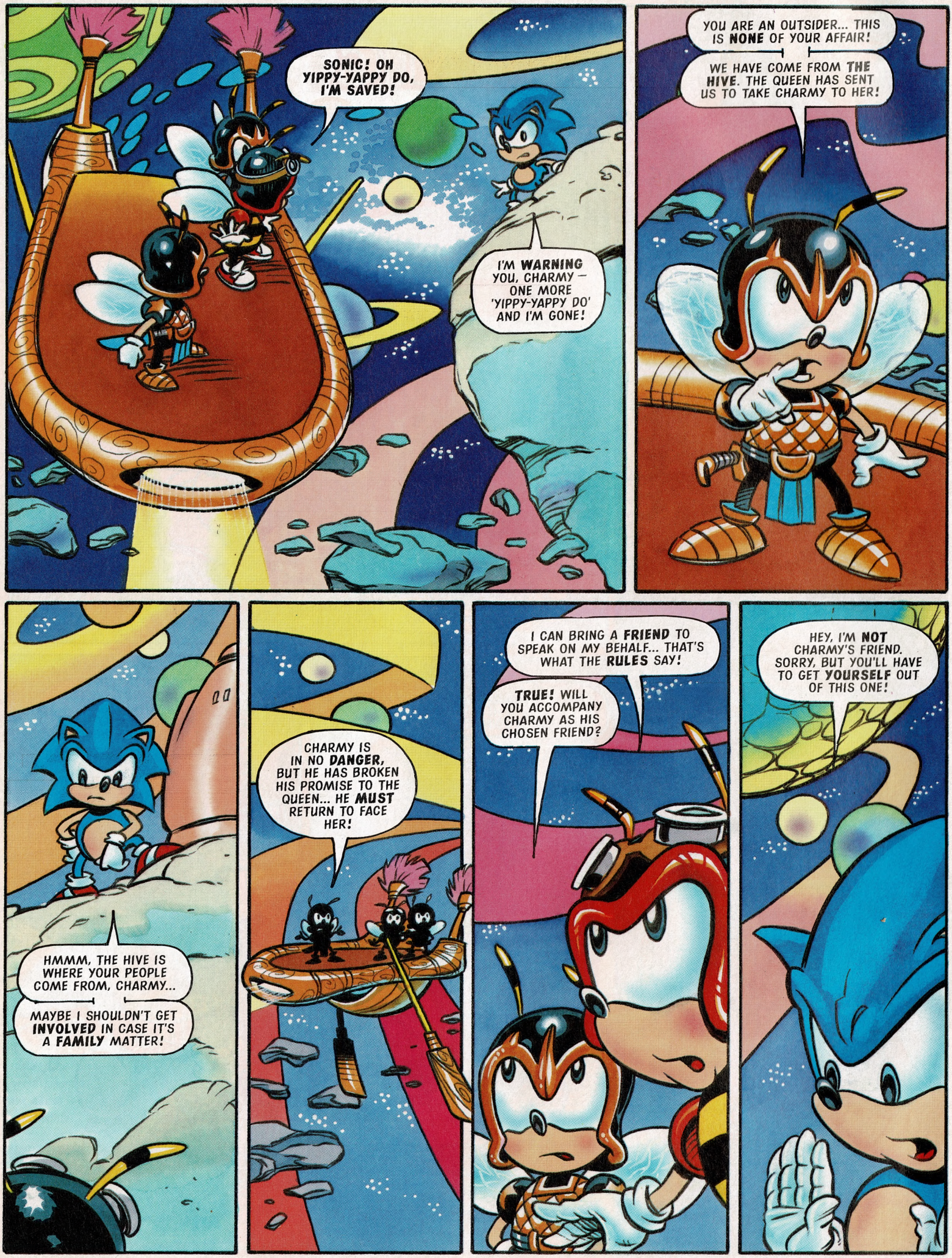
MEGA-CD

1	●	BRUTAL: PAWS OF FURY
2	↑	TOMCAT ALLEY
3	↑	SOULSTAR
4	RE	ROAD AVENGER
5	RE	SILPHEED
6	RE	SONIC CD
7	RE	POWERMONGER
8	↓	B.C. RACERS
9	↓	THUNDERHAWK
10	●	EARTHWORM JIM

GAME GEAR

1	RE	MICRO MACHINES 2
2	RE	DYNAMITE HEADDY
3	●	SONIC THE HEDGEHOG
4	↓	COLUMNS
5	RE	ECCO 2: THE TIDES OF TIME
6	↓	THE LION KING
7	RE	TAZ-MANIA: ESCAPE FROM MARS
8	↓	SONIC THE HEDGEHOG 2
9	RE	SONIC: TRIPLE TROUBLE
10	↓	STAR TREK: GENERATIONS

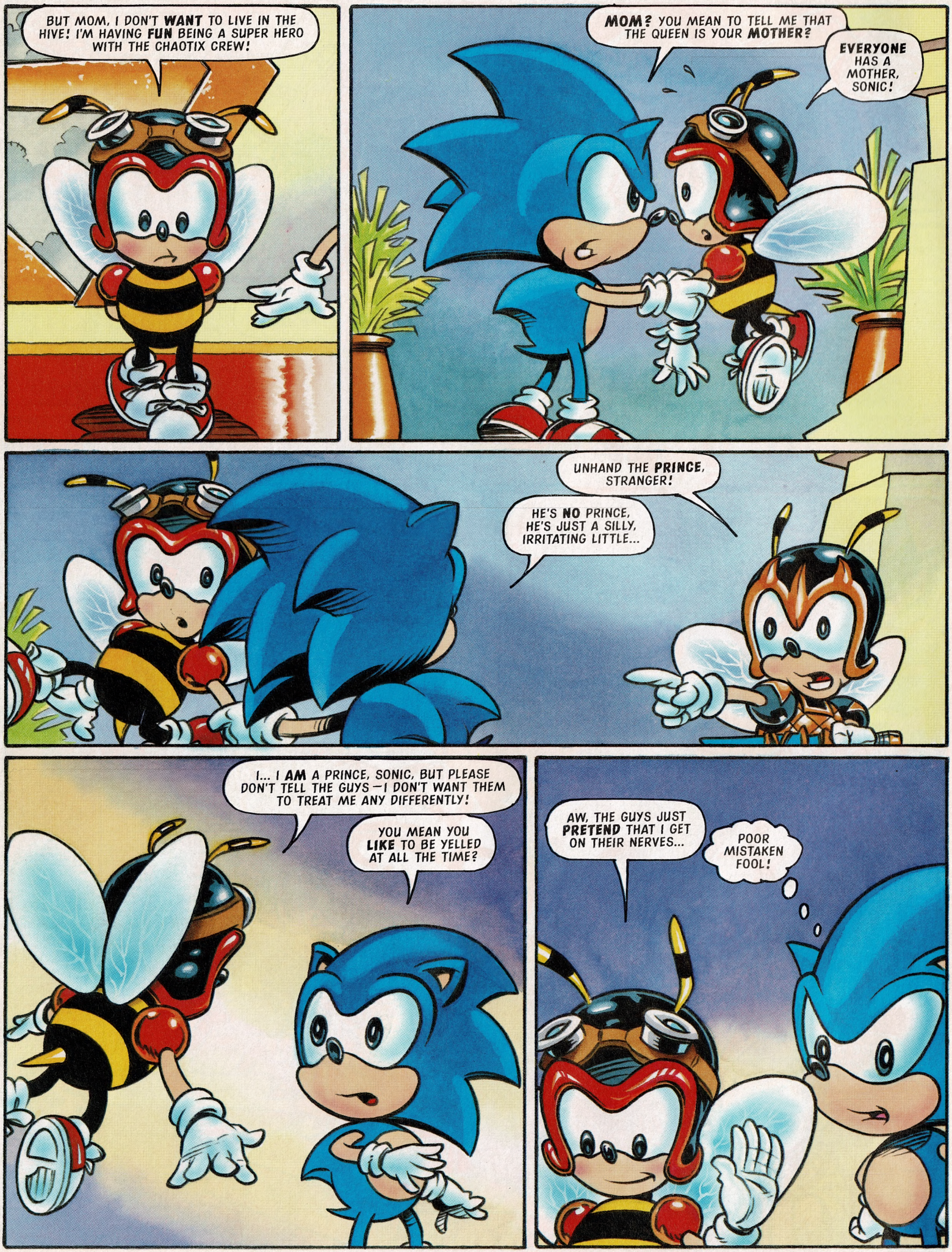
THE CHAOTIX CREW'S SECRET SATELLITE BASE IN THE SPECIAL ZONE.
SONIC THE HEDGEHOG
NEW STORY
The Hive
Part 1
Script: NIGEL KITCHING Art: ROBERTO CORONA
Colouring: JOHN BURNS Lettering: TOM FRAME
IT'S LATE, BUT ONCE AGAIN SONIC CAN'T SLEEP.
THERE'S GOT TO BE A WAY FOR ME TO ESCAPE AND RETURN TO MOBIUS... THERE'S GOT TO BE!
WHAT? THAT'S CHARMY, IT LOOKS LIKE HE'S BEEN KIDNAPPED!
CHARMY BEE DRIVES EVERYONE CRAZY! IF HE DISAPPEARS, NOBODY IS GOING TO MISS HIM!
ALL I HAVE TO DO IS WALK AWAY AS IF I HAVEN'T SEEN ANYTHING...
WHO AM I KIDDING? I'VE GOT TO HELP THE LITTLE RUNT... ALTHOUGH I'LL PROBABLY HATE MYSELF IN THE MORNING!


SONIC! OH YIPPY-YAPPY DO, I'M SAVED!
I'M WARNING YOU, CHARMY — ONE MORE 'YIPPY-YAPPY DO' AND I'M GONE!
YOU ARE AN OUTSIDER... THIS IS NONE OF YOUR AFFAIR!
WE HAVE COME FROM THE HIVE. THE QUEEN HAS SENT US TO TAKE CHARMY TO HER!
HMMM, THE HIVE IS WHERE YOUR PEOPLE COME FROM, CHARMY...
MAYBE I SHOULDN'T GET INVOLVED IN CASE IT'S A FAMILY MATTER!
CHARMY IS IN NO DANGER, BUT HE HAS BROKEN HIS PROMISE TO THE QUEEN... HE MUST RETURN TO FACE HER!
I CAN BRING A FRIEND TO SPEAK ON MY BEHALF... THAT'S WHAT THE RULES SAY!
TRUE! WILL YOU ACCOMPANY CHARMY AS HIS CHOSEN FRIEND?
HEY, I'M NOT CHARMY'S FRIEND. SORRY, BUT YOU'LL HAVE TO GET YOURSELF OUT OF THIS ONE!

OH SONIC, I'M SO GLAD YOU CHANGED YOUR MIND! YES INDEEDY-DIDDLY!
JUST SHUT IT!
AFTER A SHORT JOURNEY...
THAT'S THE HIVE?
YUP, THAT WAS HOME BEFORE I JOINED THE CHAOTIX CREW.

CHARMY, WHAT **KIND** OF TROUBLE ARE YOU IN WITH THE QUEEN?
THE **COMPLICATED** KIND!
I KNEW IT WOULD BE!
THE QUEEN WILL BE **PLEASED** TO SEE YOU AGAIN, CHARMY!
OH JEEPERS!
WHAT ARE THESE BEES UP TO?
OH, JUST MAKING GOLD.
GOLD? YOU CAN'T **MAKE** GOLD, YOU IDIOT... PEOPLE HAVE TRIED FOR CENTURIES AND IT'S **IMPOSSIBLE!**
NOT IF YOU KNOW **HOW!**
REMEMBER THE BEES WHO WERE LEAVING THE HIVE AS WE ARRIVED?
WELL, THEY SEARCH THE SPECIAL ZONE FOR THE INGREDIENTS, WHICH ARE THEN BROUGHT HERE TO BE TURNED INTO **SOLID GOLD!**

IS THE QUEEN IN ATTENDANCE?
YES. SHE ORDERS YOU TO BRING CHARMY BEE TO HER AS SOON AS YOU ARRIVE!
OO-OOH!
OH DEAR! OH DIDDLY-DEARY ME...
CHARMY, FOR PETE'S SAKE—
SO, CHARMY BEE FINALLY RETURNS TO THE HIVE.
IT'S A PITY YOU ARE HERE AGAINST YOUR WILL!


BUT MOM, I DON'T **WANT** TO LIVE IN THE HIVE! I'M HAVING **FUN** BEING A SUPER HERO WITH THE CHAOTIX CREW!
MOM? YOU MEAN TO TELL ME THAT THE QUEEN IS YOUR **MOTHER?**
EVERYONE HAS A MOTHER, SONIC!
UNHAND THE **PRINCE**, STRANGER!
HE'S **NO** PRINCE, HE'S JUST A SILLY, IRRITATING LITTLE...
I... I **AM** A PRINCE, SONIC, BUT PLEASE DON'T TELL THE GUYS—I DON'T WANT THEM TO TREAT ME ANY DIFFERENTLY!
YOU MEAN YOU **LIKE** TO BE YELLED AT ALL THE TIME?
AW, THE GUYS JUST **PRETEND** THAT I GET ON THEIR NERVES...
POOR MISTAKEN FOOL!

CHARMY, HOW COULD YOU **WORRY** YOUR MOTHER... YOU'VE BEEN GONE FOR MONTHS AND NOT **ONE** CALL!
WELL, YOU'RE **BACK** NOW, MY BOY, AND HERE YOU WILL **STAY!**
AS A MEMBER OF THE **ROYAL FAMILY,** YOU HAVE CERTAIN RESPONSIBILITIES!
YOUR MAJESTY, THE HIVE IS UNDER **ATTACK**... THE **WASPS** HAVE RETURNED!
ATTACK! THIS TIME WE WON'T BE STOPPED!
THE HIVE WILL SOON BELONG TO **VESPER AND HIS WARRIORS!**
NEXT ISSUE: **THE SWARM!**

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

POCAHONTAS

Reviewed by Chris Jones.

MD MEGA DRIVE

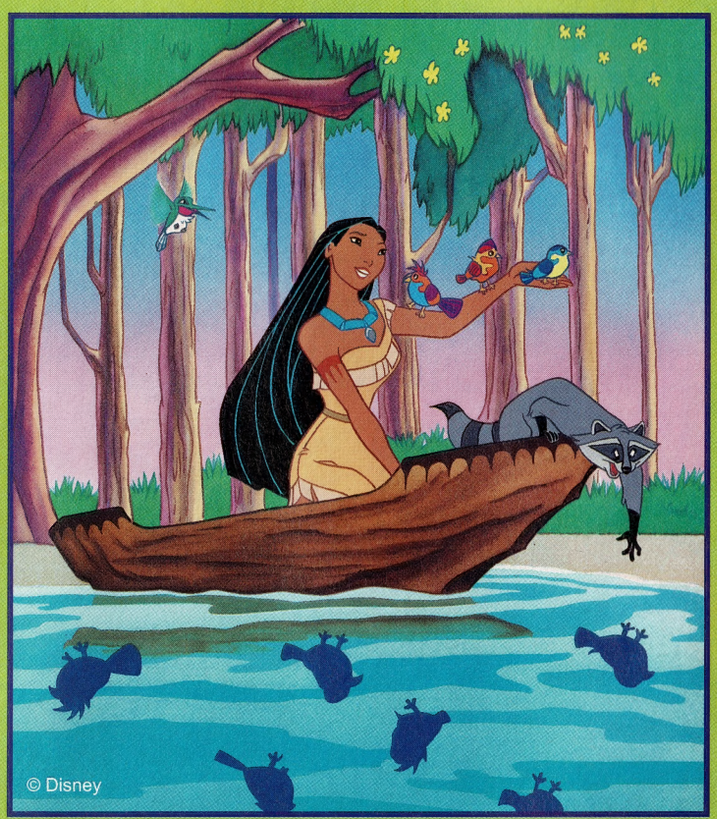
GAME TYPE: ADVENTURE
PLAYERS: 1
PUBLISHER: SEGA
PRICE: £44.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Disney's big film of last year *Pocahontas*, focused on the life of a young native American girl. Now Pocahontas is the star of a 24 Meg platform, puzzle game on the Mega Drive. The game sticks closely to the action seen in the film as you battle through frontier lands to try and prevent the onset of war and save Pocahontas' 'love' interest, John Smith.

There are 65 different challenges for you to conquer and you can do it by playing as Pocahontas or Meeko her raccoon buddy. You can expect all the usual things from a platform game and a little bit more. The puzzle elements in the game make it a very interesting concept. Having a non-violent natural world content makes it similar to a game like *Ecco the Dolphin*.

In keeping close to the film's plot, one of the aims of the game is to help any animals you come across during your adventure. If you find a distressed deer with a bramble bush entangled in its horns, then by helping it you will absorb its spirit. Certain spirits will give you new abilities and enable you to swim rivers or climb trees. There is even a spirit menu that tells you which animals you still need to recover!

The game has some good effects including bright, colourful graphics, highly detailed sprites and smooth animation. The gameplay holds your attention because of the intriguing puzzle solving involved in order to complete the adventure.



However, these puzzles were not that difficult and once solved, are dull to repeat.

FINAL COUNTDOWN

RAVES
Good game conversion. Puzzles to solve add to originality.

GRAVES
Not choc full of action.

GRAPHICS 85
SOUND 83
PLAYABILITY 87
OVERALL 85

PINOCCHIO

Reviewed by Chris Jones.

MD MEGA DRIVE

GAME TYPE: ADVENTURE
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £44.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Pinocchio is Disney's famous story of the wooden puppet that comes to life. The puppet maker Geppetto, builds Pinocchio to be his own son. However, even though he comes alive, he is still just a chunk of wood who goes on adventures accompanied by his friend and conscience, Jiminy Cricket!

In this new platform game, Geppetto wants the boy Pinocchio to track down the magical Blue Fairy who can grant one wish; that is for Pinocchio to become a real boy (no more smoothing down with wood varnish then!). This wish will only be granted if Pinocchio earns the badges of truth, bravery and unselfishness whilst on his travels. Will he do it or will he continually be on the look out for termites and woodworm?

Set over nine levels, you can play as Pinocchio or Jiminy as you wander first of all through an old Italian town in search for pieces of each badge. While exploring, you must watch out for a few nasty enemies such as a kamikaze seagull who dive bombs you and a gaggle of geese that set about you with their beaks! All through this, Pinocchio jumps around, goes through doors and swings on signs to get enough leverage to fly through the air.

This is a fairly average platform offering with little originality. The graphics are passable and the gameplay is okay. The music is weedy and annoying! Overall, there is a lack of things to do and not enough action to distract you. Games like this do nothing for the Mega Drive after the recent success of *Toy Story* and *Worms*. **Pinocchio** is for Disney addicts only.

FINAL COUNTDOWN

RAVES
Pinocchio and Jiminy look quite cool!

GRAVES
Dull and unimaginative.

GRAPHICS 70
SOUND 68
PLAYABILITY 72
OVERALL 70

THE SPECIAL ZONE.
EVEN IN NEW TEK CITY, THE SIGHT OF A PIRATE SHIP IS A LITTLE UNUSUAL...
I'VE GOT TO HAND IT TO EE, FILCH, ATTACHING THIS HERE STAR POST TO MY NEW SHIP WAS A STROKE OF GENIUS!
CAPTAIN Plunder
NEW STORY
SHANGHAIED
Part 1
Script: NIGEL KITCHING & RICHARD ELSON
Art: RICHARD ELSON
Lettering: ELITTA FELL
THANK EE KINDLY, CAPTAIN PLUNDER, SIR.
USING THE STAR POST'S DIMENSION HOPPING POWER, NO ZONE IS SAFE FROM US!
WE'LL SOON BECOME THE MOST FEARED PIRATES IN HISTORY!
AN' WE'LL START BY BLEEDING THIS ZONE DRY!
JUST AS SOON AS MY PRESS GANG RUSTLE ASHORE SOME NEW CREW MEMBERS!

THAT MOMENT IN NEW TEK CITY'S DOCKLANDS...
THE RUNT'S TOO SKINNY!
HE'LL HAVE TO DO... THE CAP'N WILL HAVE OUR HIDES IF WE GOES BACK EMPTY-HANDED!
WHAT?
SCRAGG HIM!
DO YOU HAVE TO BE SO ROUGH?
SOMETIMES, I THINK EE WASN'T CUT OUT TO BE A PIRATE, SIDNEY!
LET'S GET HIM BACK TO THE SHIP, MATES!
SOON...
HERE THEY ARE, CAPTAIN!
SPLICE THE OLD MAIN BRACE AND HOIST THE AFT GINNEL BY THE PORT YARD ARM AND...
SHUT YER TRAP, SIMPSON!
ONLY ONE! YOU USELESS, SCUMMY SEA-DOGS!
BUT CAP'N, WE...
CHUCK HIM IN THE HOLD, I'LL DEAL WITH HIM LATER!

NEXT MORNING...
THAT BE NOT A BAD BREAKFAST, CONSIDERING YOU COOKED IT, SIMPSON!
MAKE SURE YOU HAVE MY DINNER READY ON TIME!
AN' NOW I BE CRAVING CHOCOLATE! FETCH ME A DOZEN BARS OF 'OLD CARIBBEAN' FROM THE HOLD!
GET A MOVE ON, SIMPSON, AN' STOP ACTING WEIRD!
MORNIN', PIRATE DUDES!
DROP DEAD, SIMPSON!
BLIMEY, HE'S SCOFFED THE LOT!
YOU PIRATES WILL BE HEARING FROM MY SOLICITOR!

YOU CAN'T DO THIS TO ME, I'M THE FAMOUS ALCHEMIST, PROCTOR SPECKLE!
KEEP WALKIN', YOU SWAB! NO-ONE EATS CAPTAIN PLUNDER'S SWEETIES AN' LIVES TO TELL THE TALE!
PROCTOR SPECKLE, WHY HAVE I HEARD THAT NAME BEFORE?

YOU'LL REGRET THIS, YOU RUFFIANS!
TELL IT TO THE SHARKS!
HA! HA! HA!

SPLOOSH!
IF I COULD ONLY REACH MY TRANSFORMING SERUM IN MY INSIDE POCKET!

OH NO! THE STOPPER'S COME OUT... HAVE TO ACT FAST!

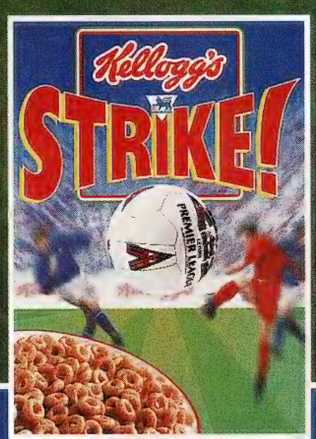
WHAT BE TAKING THEM SHARKS SO LONG?
RIP!
SPLASH!
SKRTTCH!

YOU'RE NOT GOING TO LIKE THIS, CAPTAIN!
GRAAAHGH!
I'VE JUST REMEMBERED WHY I'VE HEARD THE NAME PROCTOR SPECKLE! HE'S THE ONE WHO TURNS INTO MURDEROUS MR FRY!
NOW YOU TELL ME!

NEXT ISSUE: MR FRY GETS EVEN!

© 1996 KELLOGG COMPANY

FROM NOVEMBER THE PREMIER LEAGUE WILL BE ON STRIKE!



NEW KELLOGG'S STRIKE! THE ONLY CEREAL ENDORSED BY THE PREMIER LEAGUE.

THE F.A. PREMIER LEAGUE

STC
PIN-UP!
ART: FERRAN RODRIGUEZ

BUZZ BOMBER

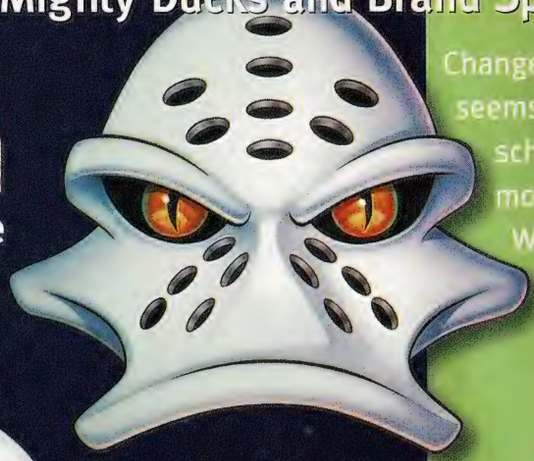
B A D N I K !

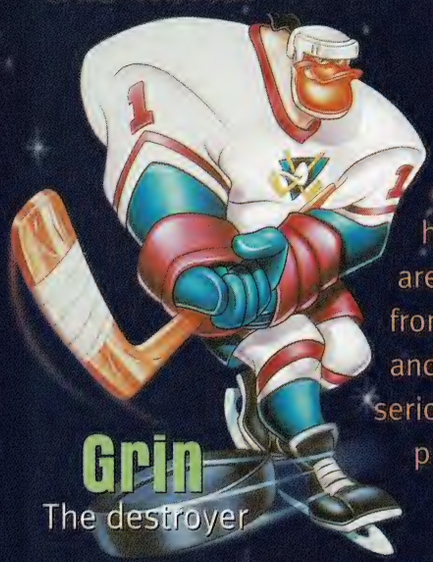
New to The Disney Channel

Check out the Disney Channel for two great new programmes – Mighty Ducks and Brand Spanking New Doug

MIGHTY DUCKS THE ANIMATED SERIES

From outer space to out of this world!





Half-man, half-duck, our intrepid intergalactic heros from outer space are trying to save the Earth from the evil Dragaunus... and play some serious hockey, please

Grin
The destroyer

Wildwing
The leader

"Mighty Ducks: The Animated Series" is based on the real life NHL Mighty Ducks team in Anaheim, California

Nosedive
The troublesome comedian

"Party on, Ducks!"

Tanya
The scientist

Mallory
The karate expert

Ducques L'Orange
The breaking-in expert

Changes, changes, changes... everything seems to be changing in Doug's life – a new school, no more Honker Burger and a mom who's about to have another baby! What it all means though is now there's a **Brand Spanking New Doug** with great new adventures

Brand Spanking New Doug Factfile

Name Doug Funnie
Age Nearly 12
Occupation Schoolboy
Home Town Bluffington
Favourite drink Chocolate Shake
Sister Judy
Dog Porkchop
Girlfriend Patti Mayonnaise
Best Friend Skeeter Valentine
Worst Friend Roger Klotz
Richest person I know ~~Connie Benge~~ Roger Klotz

The Disney Channel

© Disney, Jumbo Inc.

Decap Attack

NEW STORY

Part 1

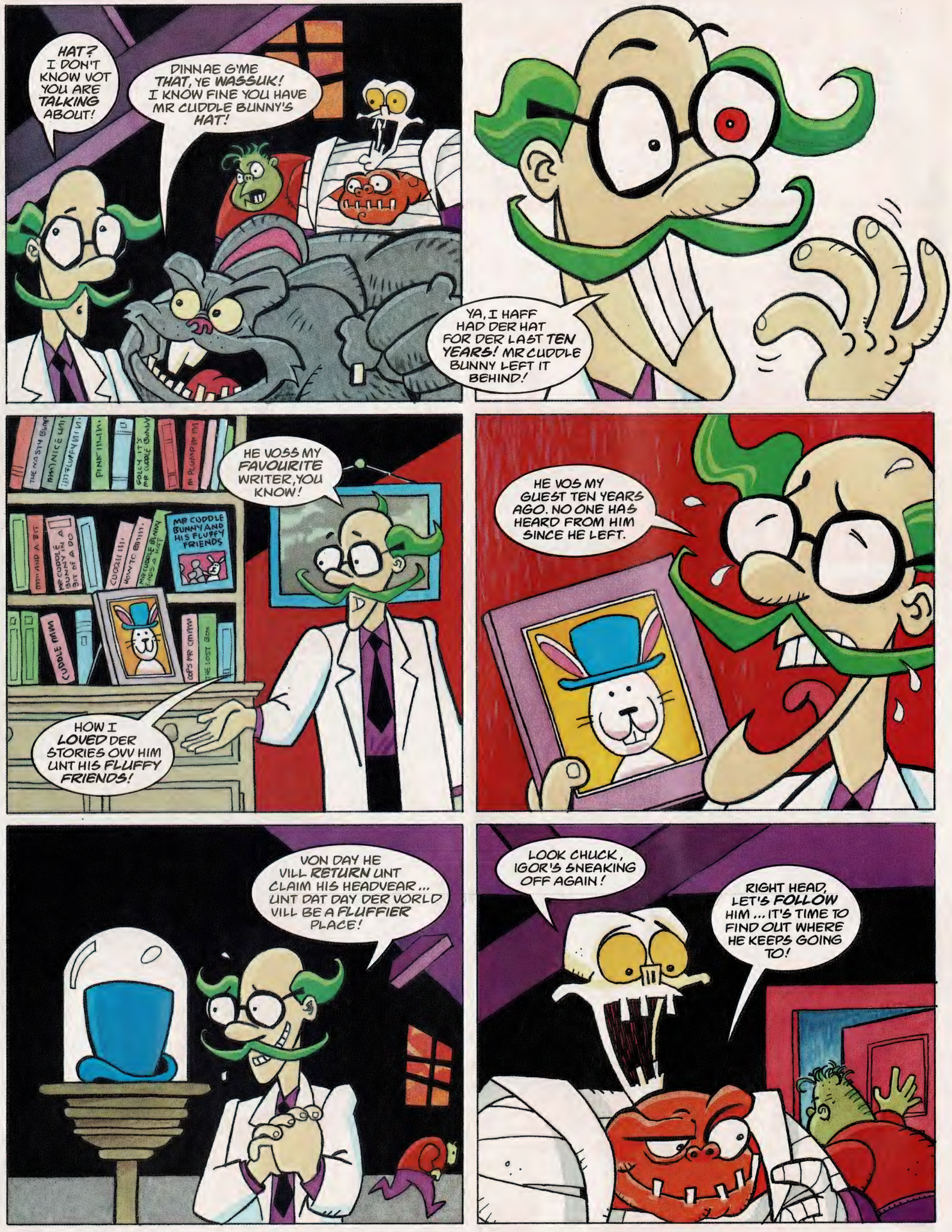
THE LEGEND OF MR CUDDLE BUNNY

SCRIPT:
NIGEL KITCHING
& RICHARD RAYNER

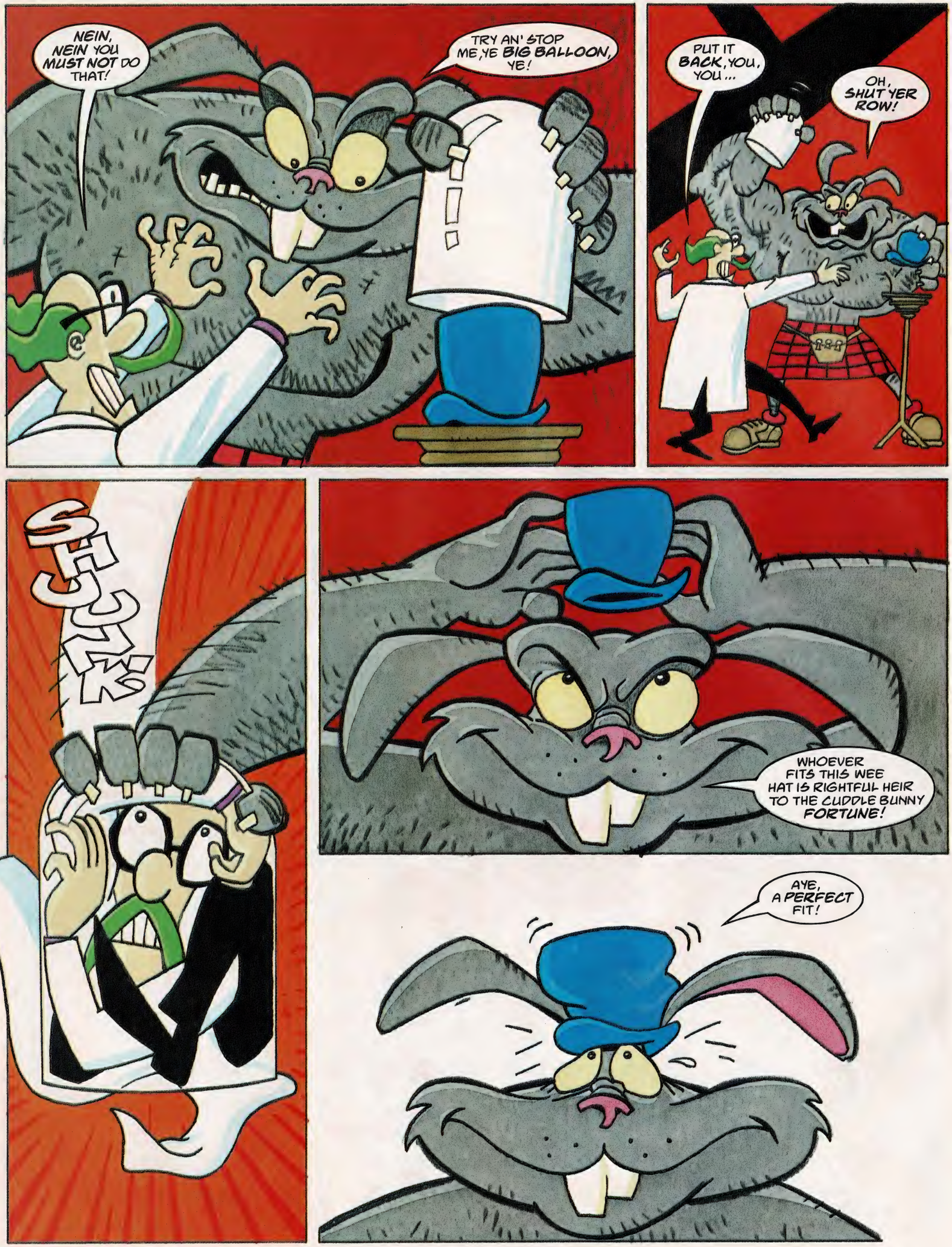
ART:
NIGEL KITCHING

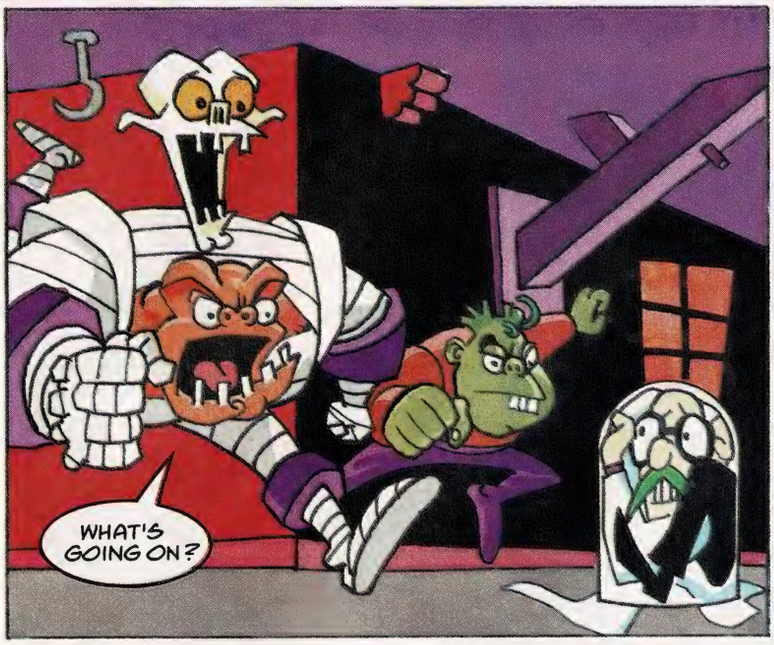
LETTERING:
ELLIE DE'VILLE

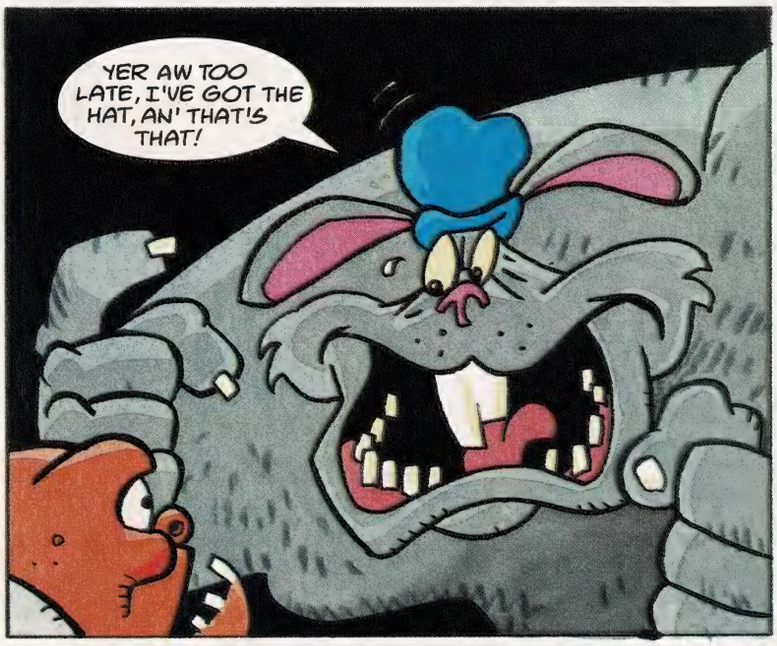
MIDNIGHT AND CASTLE FRANK N STEIN HAS AN UNEXPECTED VISITOR!
BING BONG!
IF THIS IS A DOUBLE-GLAZING SALESMAN, HE'S GOING IN THE PIT WITH THE OTHERS!
OOT MA WAY, YE WEE TIMEROUS NUMPTY, AND NO BACKIE ANSWERS!
ER, I WOULDN'T DREAM OF IT!
THE NAME'S MCTOSIS, MICK C MCTOSIS!
YE SHRIVELLED UP GOAT'S DROPPING, I'VE COME FAE THE HAT, KEN!
YOU MUST HAVE DER WRONG PLACE ... MINE NAME IST PROFESSOR FRANK N STEIN!


HAT? I DON'T KNOW VOT YOU ARE TALKING ABOUT!
DINNAE G'ME THAT, YE WASSUK! I KNOW FINE YOU HAVE MR CUDDLE BUNNY'S HAT!
YA, I HAFF HAD DER HAT FOR DER LAST TEN YEARS! MR CUDDLE BUNNY LEFT IT BEHIND!
HE VOSS MY FAVOURITE WRITER, YOU KNOW!
HOW I LOVED DER STORIES OVV HIM UNT HIS FLUFFY FRIENDS!
MR CUDDLE BUNNY AND HIS FLUFFY FRIENDS
HE VOS MY GUEST TEN YEARS AGO. NO ONE HAS HEARD FROM HIM SINCE HE LEFT.
VON DAY HE VILL RETURN UNT CLAIM HIS HEADVEAR... UNT DAT DAY DER VORLD VILL BE A FLUFFIER PLACE!
LOOK CHUCK, IGOR'S SNEAKING OFF AGAIN!
RIGHT HEAD, LET'S FOLLOW HIM... IT'S TIME TO FIND OUT WHERE HE KEEPS GOING TO!

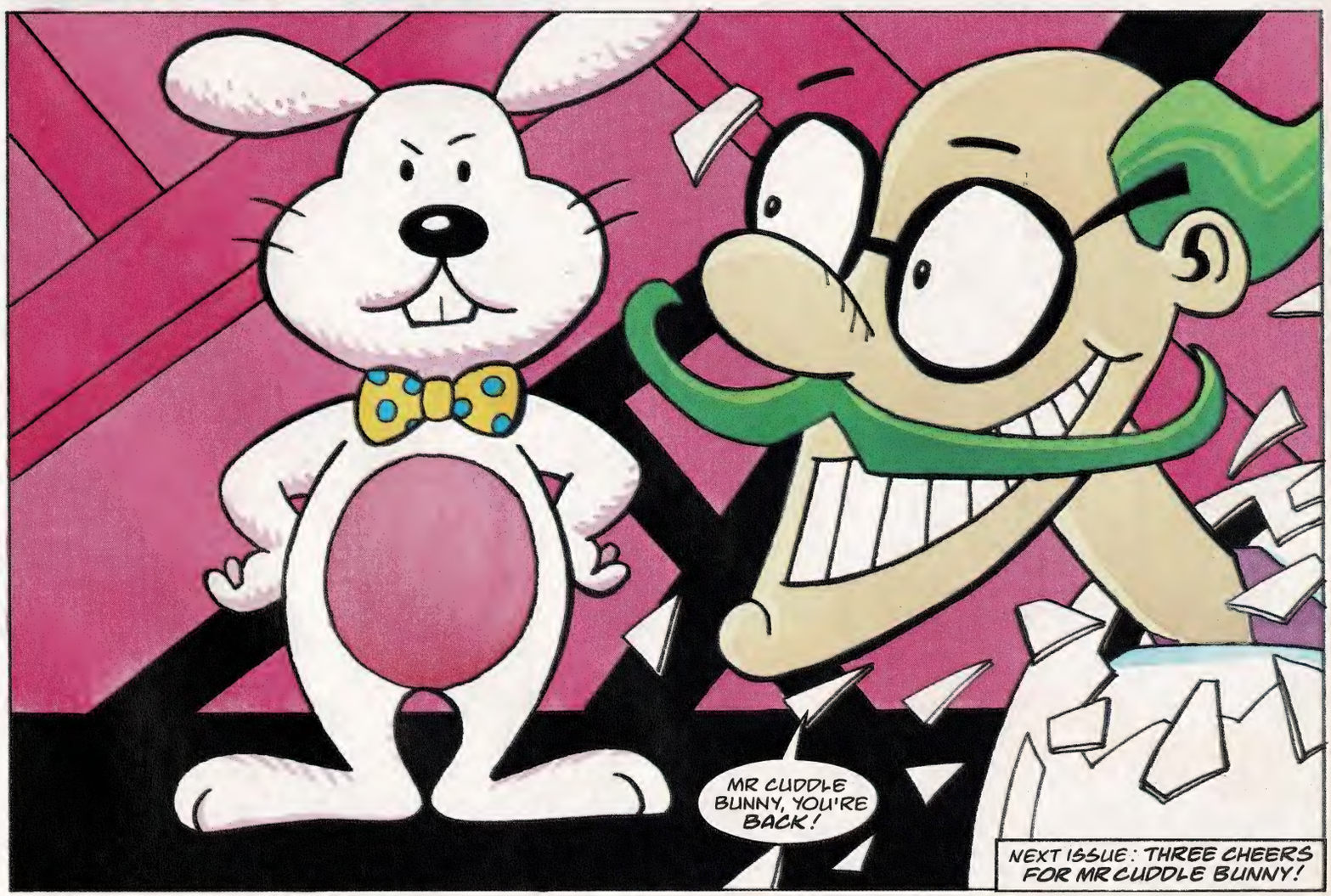
NO!
HE'S HEADING FOR THE DISUSED SOUTH WEST TOWER!
HE ... HE'S ESCAPED! THERE'S NO TELLING WHAT HE'S CAPABLE OF!
WHO'S ESCAPED?
MR CUDDLE BUNNY! I'VE HAD HIM LOCKED UP IN THE TOWER FOR YEARS!
I HAD TO DO IT... ANY-THING TO STOP HIM PUBLISHING THOSE TERRIBLE BOOKS OF HIS!
EEEE-YAAAAA!


NEIN, NEIN YOU MUST NOT DO THAT!
TRY AN' STOP ME, YE BIG BALLOON, YE!
PUT IT BACK, YOU, YOU...
OH, SHUT YER ROW!
SFUNK!
WHOEVER FITS THIS WEE HAT IS RIGHTFUL HEIR TO THE CUDDLE BUNNY FORTUNE!
AYE, A PERFECT FIT!





YOU NAUGHTY RABBIT! IF YOU CARRY ON LIKE THIS, I'LL BE VERY CROSS!



Q ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

BOOMER ALERT

***STC* WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.**

SONIC THE HEDGEHOG 3 Revisited

MD MEGA DRIVE

PART 4
THE ICECAP ZONE

ACTS 1 & 2

Dig out those thermals and prepare to enter the Icecap Zone! The same items are in both acts, all of which are covered in this section.

BEWARE:

Ice Blasters
Ice Blocks
Ice Pillars
Ramming Pillar
Snow Falls
Snow Ledge
Spring Boards
Spring Drums
Spring-loaded Drums
Stalactites
Swing Lifts

BADNIKS TO AVOID:

Penguinators
Star Pointers

Both acts have Sonic and Tails slippin' and slidin' around, so a steady handed joypad control is a must. Don't be fooled into thinking that there aren't many obstacles to overcome - those you do find are very tricky, and timing is crucial!

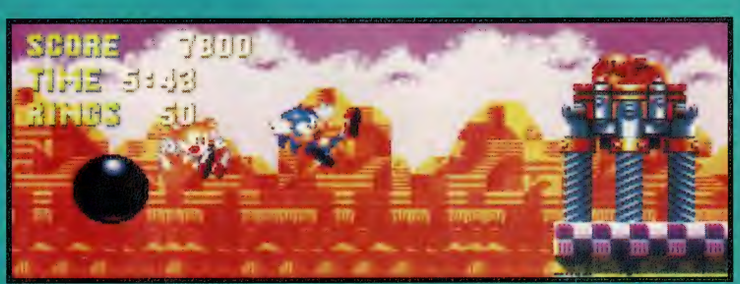
The Ice Blasters are fiendish, while the upward moving Swing Lifts which Sonic uses to get to the next platform are awkward and require practice. Avoid them by running right and hoping! Get your timing right for the Spring-loaded Drums, but remember...avoid those Penguinators as they keep coming back!

LAUNCH BASE

ACTS 1 & 2

The items encountered here are similar to those in the Icecap Zone. However, Act 2 has more Doctor Robotnik TV's to avoid, and more TV power-ups to collect in the form of Water and Fire Shields. Act 2 also has faster and longer sections to complete. Both are seriously heavy rounds, so you really have to earn those points to keep Sonic alive!

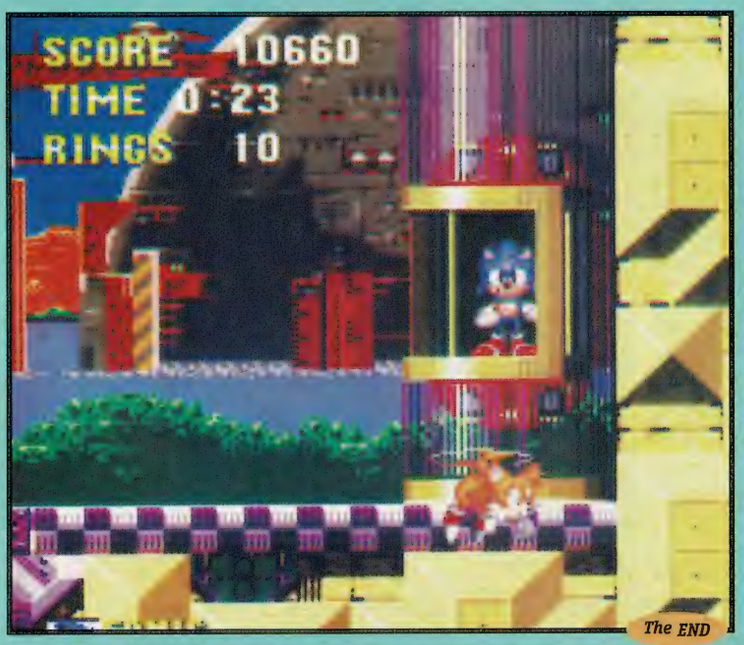
BEWARE:
Catapult Levers
Flame Walls
Floating Platforms
Overhead Lasers
Overhead Swing
Rotating Gold Cups
Rotating Red Sirens
Travelators
Tubes



BADNIKS TO AVOID:
Corky
Flybots
Orbinauts
Ribots
Snail Blasters

Launch Base is extremely hazardous to your health! You are faced with a heavy duty line-up of spikes, Flybot homing birds, flame throwers and ball-swinging Ribots! Take your time and jump over or run past them!

Some of the worst combos come on the huge magnetic rotating drums, which have spiked orbs in the middle and underneath. They are mixed with springs and flame throwers to give a dangerously painful combo. Not for timid Boomers!



NEXT ISSUE: **BEAT THE BOSSES!**

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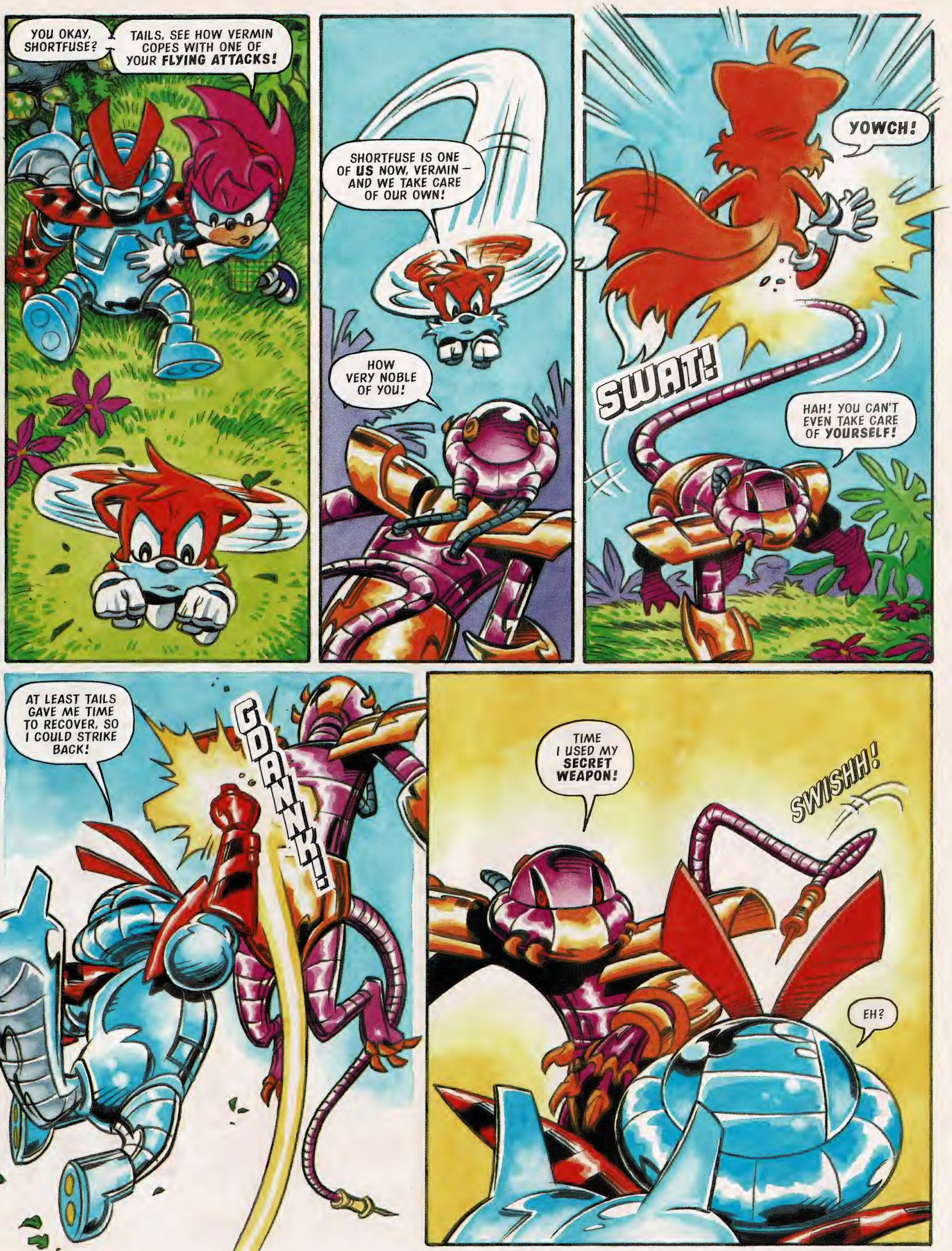
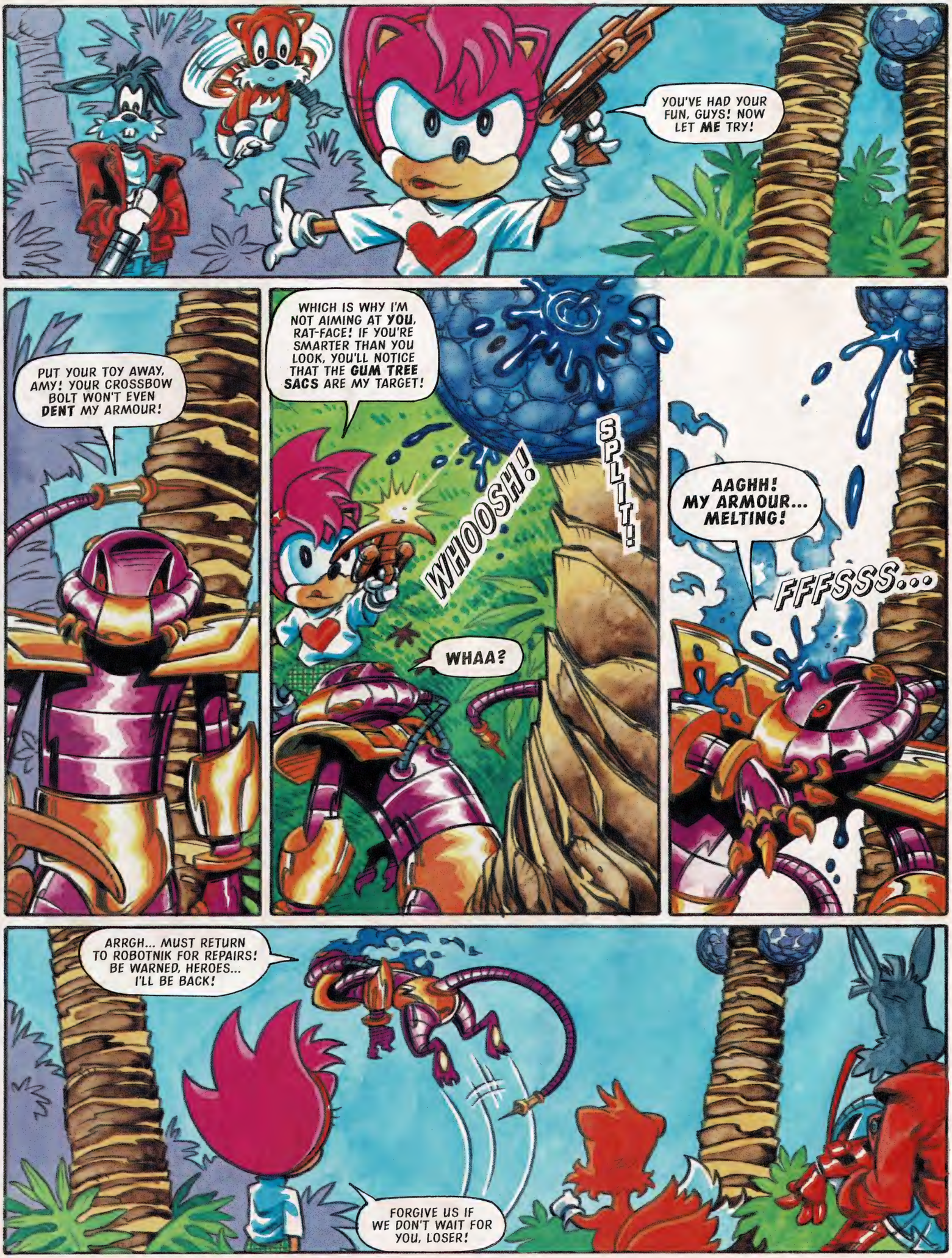
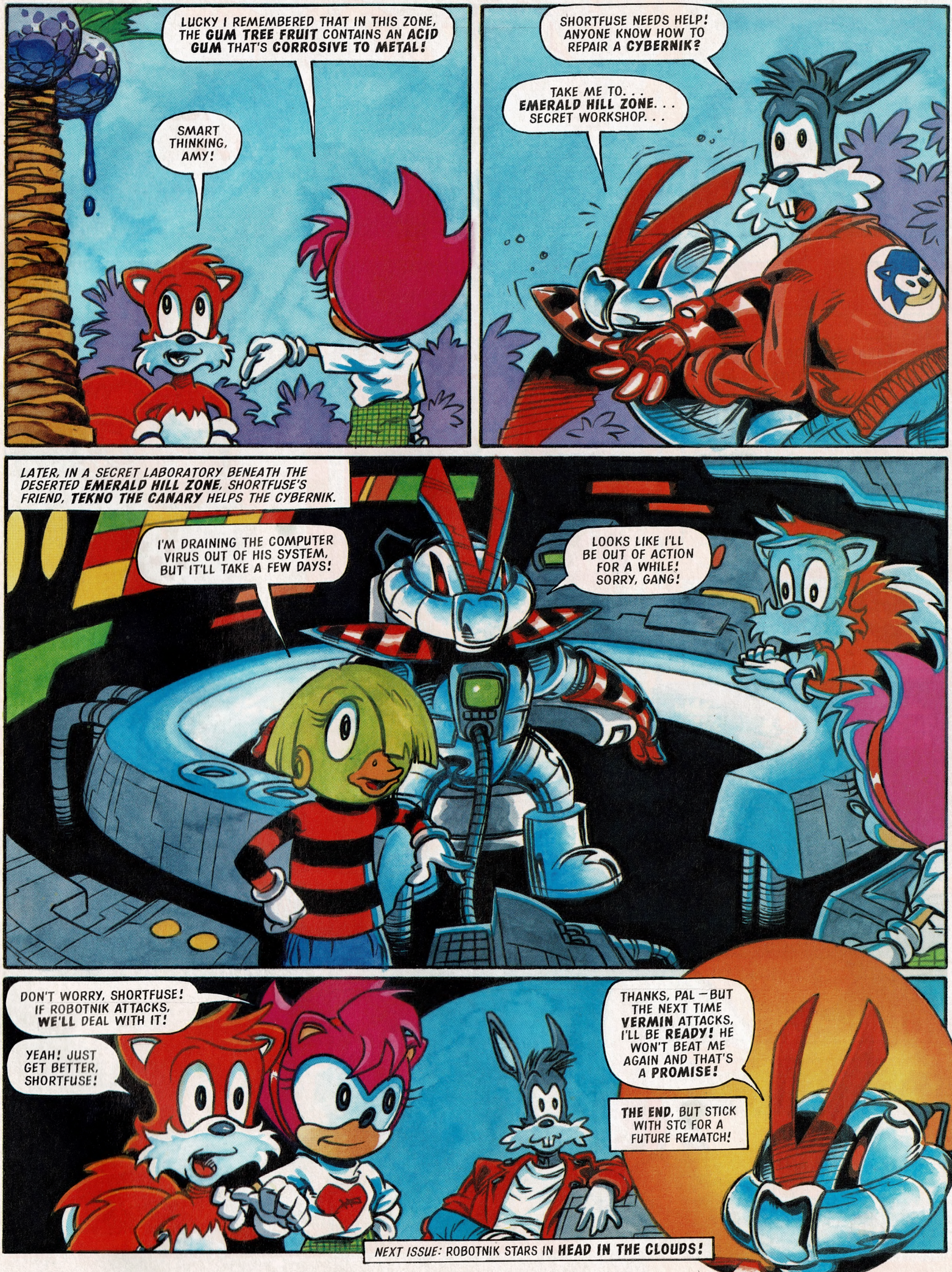
THE GUM TREE ZONE. SHORTFUSE THE CYBERNIK, AMY, TAILS AND JOHNNY LIGHTFOOT, FACE DOCTOR ROBOTNIK'S NEWEST CREATION. . .AN EVIL CYBERNIK CALLED VERMIN!
SONIC'S WORLD
SECRET WEAPON
Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME
PART TWO
BY THE ORDERS OF DOCTOR ROBOTNIK, YOU OUTLAWS WILL BE DESTROYED!
LOOKS LIKE HE INTENDS TO FOLLOW DOCTOR'S ORDERS!
RELAX! HE DOESN'T LOOK SO TOUGH TO ME!
IF YOU'RE LOOKING FOR TROUBLE, YOU'VE PICKED ON THE WRONG GUY, RAT-FEATURES!
FFZAP!
UGGH!
ROBOTNIK TOLD ME YOU WERE TOUGH! THAT'S WHY HE MADE ME TOUGHER!
VVZZAKK!
AAGHH!


YOU OKAY, SHORTFUSE?
TAILS, SEE HOW VERMIN COPES WITH ONE OF YOUR FLYING ATTACKS!
SHORTFUSE IS ONE OF US NOW, VERMIN — AND WE TAKE CARE OF OUR OWN!
HOW VERY NOBLE OF YOU!
YOWCH!
SWAT!
HAH! YOU CAN'T EVEN TAKE CARE OF YOURSELF!
AT LEAST TAILS GAVE ME TIME TO RECOVER, SO I COULD STRIKE BACK!
GDANNK!
TIME I USED MY SECRET WEAPON!
SWISHH!
EH?

AAAGHHH!
VZZZTTT!
WHAT HAVE YOU DONE TO HIM?
I'VE INJECTED A COMPUTER VIRUS INTO HIS SYSTEM! HIS ARMOUR CANNOT FUNCTION PROPERLY NOW!
NNGHH... CAN'T... STAND...!
WELL, WE'RE NOT CYBERNIKS! YOU CAN'T BEAT US THAT WAY!
I DON'T THINK YOU'LL PRESENT ME WITH TOO MUCH OF A PROBLEM, RABBIT!
VZZAM!
SHATTER!
M-MY STAFF! Y-YOU DESTROYED MY STAFF!
WELL SPOTTED! NOW IMAGINE WHAT MY EYE BEAMS WILL DO TO YOU!


YOU'VE HAD YOUR FUN, GUYS! NOW LET ME TRY!
PUT YOUR TOY AWAY, AMY! YOUR CROSSBOW BOLT WON'T EVEN DENT MY ARMOUR!
WHICH IS WHY I'M NOT AIMING AT YOU, RAT-FACE! IF YOU'RE SMARTER THAN YOU LOOK, YOU'LL NOTICE THAT THE GUM TREE SACS ARE MY TARGET!
WHOOSH!
SPLIT!
WHAA?
AAGHH! MY ARMOUR... MELTING!
FFFSSS...
ARRGH... MUST RETURN TO ROBOTNIK FOR REPAIRS! BE WARNED, HEROES... I'LL BE BACK!
FORGIVE US IF WE DON'T WAIT FOR YOU, LOSER!


LUCKY I REMEMBERED THAT IN THIS ZONE, THE GUM TREE FRUIT CONTAINS AN ACID GUM THAT'S CORROSIVE TO METAL!
SMART THINKING, AMY!
SHORTFUSE NEEDS HELP! ANYONE KNOW HOW TO REPAIR A CYBERNIK?
TAKE ME TO... EMERALD HILL ZONE... SECRET WORKSHOP...
LATER, IN A SECRET LABORATORY BENEATH THE DESERTED EMERALD HILL ZONE, SHORTFUSE'S FRIEND, TEKNO THE CANARY HELPS THE CYBERNIK.
I'M DRAINING THE COMPUTER VIRUS OUT OF HIS SYSTEM, BUT IT'LL TAKE A FEW DAYS!
LOOKS LIKE I'LL BE OUT OF ACTION FOR A WHILE! SORRY, GANG!
DON'T WORRY, SHORTFUSE! IF ROBOTNIK ATTACKS, WE'LL DEAL WITH IT!
YEAH! JUST GET BETTER, SHORTFUSE!
THANKS, PAL — BUT THE NEXT TIME VERMIN ATTACKS, I'LL BE READY! HE WON'T BEAT ME AGAIN AND THAT'S A PROMISE!
THE END, BUT STICK WITH STC FOR A FUTURE REMATCH!
NEXT ISSUE: ROBOTNIK STARS IN HEAD IN THE CLOUDS!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

WILL HE GO?

Dear *STC*,

Congratulatons, your comic is cooler than Sonic himself! Between you and me, I think that a certain hedgehog should come north of the border and build a Sonic head-quarters here in Cumbernauld.

Scott Goldie, Cumbernauld. Glasgow, Scotland.
Sega Mega Hog Tag Winner.

One thing's for sure, Scott, he'll be sure to take the fast road!

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

AULD HAND SIGN!

Dear *STC*,

I like the action in your comic but I would like to know why Sonic has to wear white gloves?

Lucas Cutter, Leighton Buzzard.
Sega Mega Hog Tag Winner.

Sonic says it's because he's so hand-some (groan!), but it could be that it's one of those strange, unwritten laws that applies to most comic heroes!

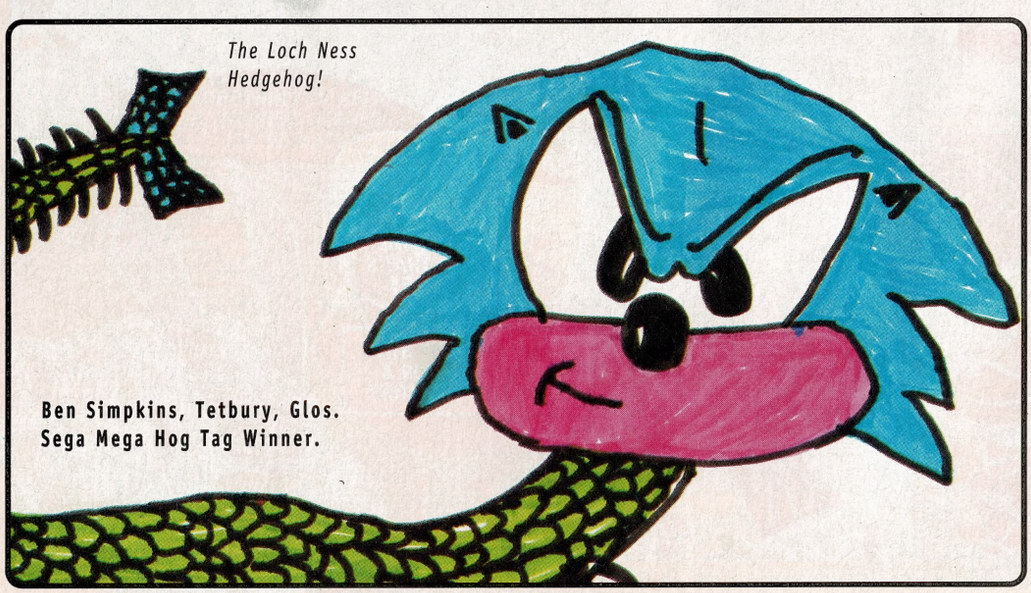
WEE BALD PATCH!

Dear *STC*,

I have put every one of your centre-page pin-ups on my wall, but there is a small, bare patch which could be filled nicely with a poster of Tails. Can you help me?

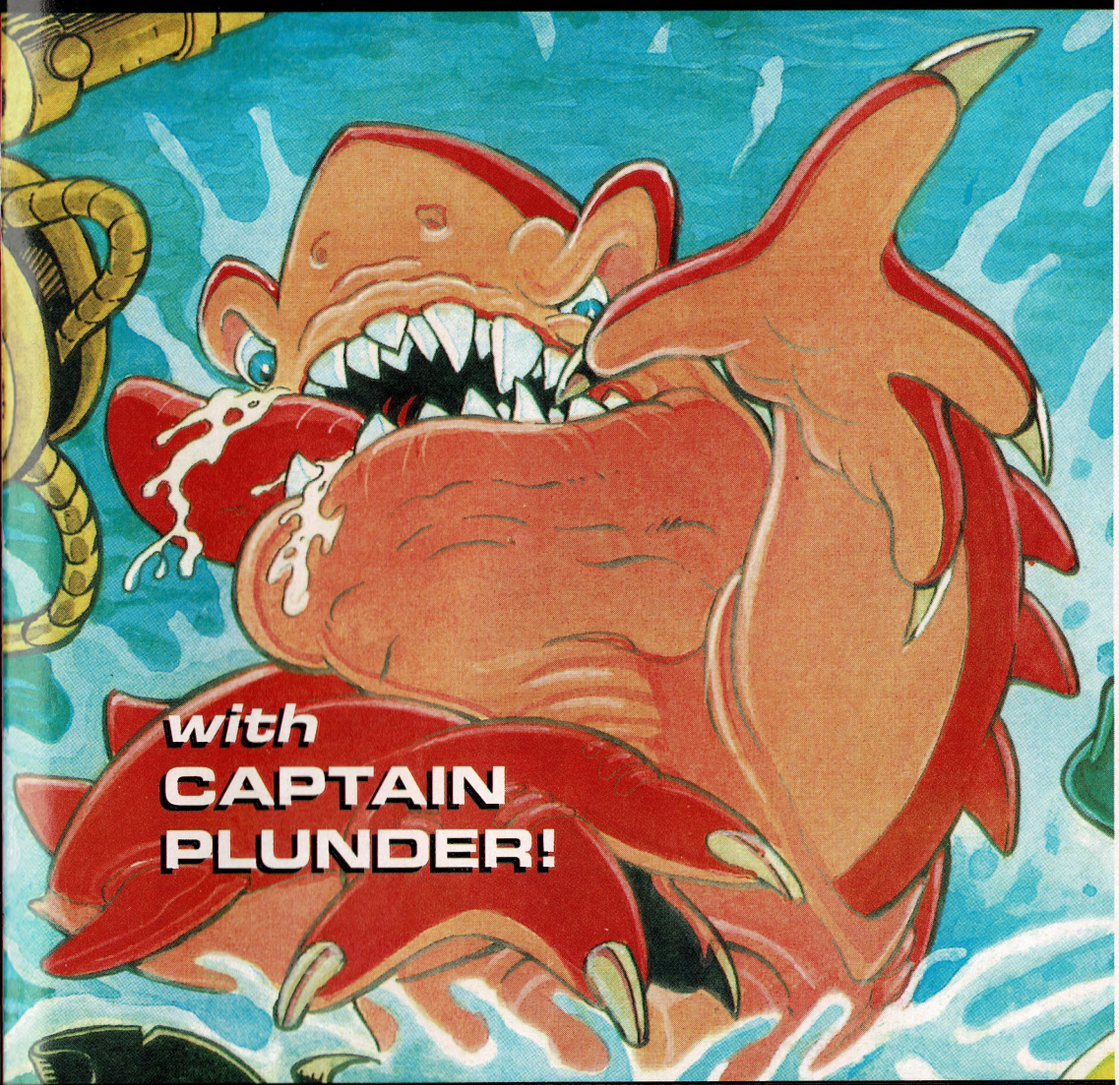
Ben Shillabeer, Scarborough, N Yorks.
Sega Mega Hog Tag Winner.

Yes, I suggest you turn to the centre-pages and fill it with a nice Buzz Bomber Pin-up instead!



NEXT ISSUE

SHORT, SHARK, SHOCK!



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